AMENDMENTS TO THE CLAIMS

1.   (Currently amended) A method for processing a directional property in a display object the method comprising:

obtaining an object hierarchy having a root element and one or more child elements, wherein the object hierarchy defines a logical relationship between each object hierarchy element;

associating a directional property for the elements in the object hierarchy;

generating a set of physical coordinates corresponding to a display screen for each element in the object hierarchy, wherein the physical coordinates correspond to the logical relationship between the object hierarchy elements and the directional property associated with ~~the object hierarchy~~ each element.

2.   (Original) The method as recited in Claim 1, wherein the logical relationship between each display object is a grid layout.

3.   (Original) The method as recited in Claim 1, wherein the logical relationship between each display object is a flow layout.

4.   (Original) The method as recited in Claim 1, wherein the logical relationship between each display object is an extensible layout.

5.   (Original) The method as recited in Claim 1, wherein the directional property is a language reading direction.

6.   (Original) The method as recited in Claim 5, wherein the language reading direction is a left to right language reading direction.

7.   (Original) The method as recited in Claim 1, wherein associating a directional property for the object hierarchy includes obtaining a directional property from the root element and associating the directional property for each child element.

8.   (Original) The method as recited in Claim 1 further comprising rendering each display object according to the physical coordinates.

9.   (Original) The method as recited in Claim 8, wherein at least one display object includes one or more layout properties and wherein rendering each display object includes rendering layout properties of display objects.

10.   (Original) The method as recited in Claim 9, wherein rendering the layout properties of display objects including rendering the layout properties according the directional property of the object hierarchy.

11.   (Original) The method as recited in Claim 10, wherein some display objects cannot be rendered in at least one directional property, the method further comprising maintaining a truth table indicating whether a display object can be rendered in a direction.

12.   (Original) A computer-readable medium having computer-executable instructions for performing the method recited in any one of Claims 1-11.

13.   (Original) A computer system having a processor, a memory and an operating system, the computer system operable for performing the method recited in any one of Claims 1-11.

14.   (Currently amended) A computer-readable medium having computer-executable components for processing a directional property comprising a layout component for accepting an object hierarchy having a root element and one or more child elements defined according to a logical relationship, the layout component operable to generate a set of physical coordinates for the object hierarchy corresponding to the logical relationship and a directional property for each elements in the object hierarchy.

15.   (Original) The computer-readable medium as recited in Claim 14 further comprising a rendering component operable to render object hierarchy according to the physical

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coordinates and operable to render one or more layout properties of the object hierarchy according to the directional property of the object hierarchy.

16. (Original) The computer-readable medium as recited in Claim 15, wherein the rendering component includes rendering information to determine whether one or more display objects may be rendered in a specific direction.

17. (Original) The computer-readable medium as recited in Claim 16, wherein the rendering information is maintained in a truth table.

18. (Original) A method for processing a direction property in a display object, the method comprising:

obtaining a display object including a graphical resource, wherein the display object includes rendering information to determine whether the graphical resource can be maintained in a specific direction;

obtaining a specified directional property specified for the display object;

determining whether the display object can be rendered according to the specified directional property.

19. (Original) The method as recited in Claim 18, wherein the rendering information includes an original direction of the graphical resource and an indication of whether the graphical resource may be rendered in a different direction.

20. (Original) The method as recited in Claim 19, wherein determining whether the display object can be rendered according to the specified directional property includes a comparison of the indication of whether the graphical resource may be rendered in a different direction if the original direction of the graphical resource and the specified directional property are not equal.

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21. (Original) The method as recited in Claim 20, wherein the comparison is conducted in a truth table.

22. (Original) A computer-readable medium having computer-executable instructions for performing the method recited in any one of Claims 18-21.

23. (Original) A computer system having a processor, a memory and an operating environment, the computer system operable for performing the method recited in any one of Claims 18-21.

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